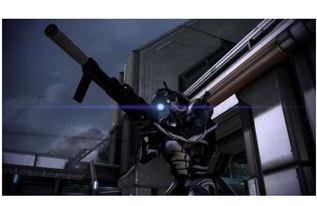
New Character Classes

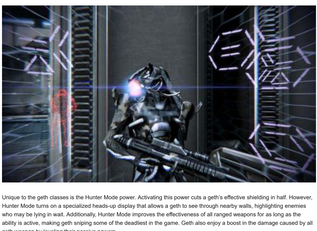
Joining the original characters available at release are two whole new races, the Geth and the Batarians, who both come with two separate character classes. Additionally, the Asari and the Krogan both receive a new class.

Built by the quarians to augment their labor force, the geth began as simple artificial intelligences contained within synthetic physical platforms, and could grow in capacity as they gathered in larger numbers. This was intended to allow the geth to be able to handle more complex tasks that required multiple platforms. However, as the geth network expanded, they began to question the nature of their existence. Frightened by the leaps of logic and knowledge being made by the geth, the quarians attempted to shut down every last geth platform, and the geth resisted violently. Driving the quarians from their homeworld, the geth shut themselves away from galactic civilization, while the quarians plotted to take their world back for the next three centuries. The recent Reaper invasion has made it apparent to the geth consensus that they must join forces with the very organics who fear them, lest they all suffer the same fate at the hands of the Reapers.



The two classes available to the geth are Engineer and Infiltrator, and in both roles, the geth are capable of acting as effective support units to a full squad. Geth players will quickly find that frontline duty with these synthetics is a *risky* proposition. Geth platforms of either class are extremely fragile, suffering from low health totals. Once their shields are down, a geth player can quickly be downed and require assistance. Even with boosts to their Networked AI and Advanced Hardware passive powers, close-ranged work as a Geth is not the safest use of their capability. They do not have a standard melee combo, a disadvantage at close quarters. Their heavy melee has an area of effect surrounding the geth platform, and it can be maintained for constant electrical pulses that knock back and stun nearby enemies, but costs shielding to use.

Despite these disadvantages, geth make for excellent ranged combatants and team players. Engineers can deploy Geth Turrets, and properly leveled-up these turrets can supply shield regeneration to any squadmember that is nearby, allowing a squad to better stand their ground, while geth Infiltrators can combine their Tactical Cloaks and Proximity Mines to help lock down avenues of approach, while also providing effective sniper support. Geth are capable of the same evasive maneuvers that a quarian or salarian possess, giving them a chance to get out of dangerous situations before they get too close.



Unique to the geth classes is the Hunter Mode power. Activating this power cuts a geth's effective shielding in half. However, Hunter Mode turns on a specialized heads-up display that allows a geth to see through nearby walls, highlighting enemies who may be lying in wait. Additionally, Hunter Mode improves the effectiveness of all ranged weapons for as long as the ability is active, making geth sniping some of the deadliest in the game. Geth also enjoy a boost in the damage caused by all geth weapon by leveling their passive powers.

Geth Powers by Class

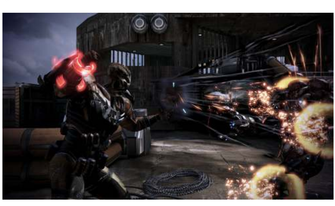
Engineer	Infiltrator
Geth Turret Hunter Mode Overload	Tactical Cloak Proximity Mine Hunter Mode

Note

Geth classes share the Networked AI and Advanced Hardware passive powers.

New Classes
The Batarians

Batarians are a race of four eyed bipeds who have garnered a negative reputation among the sentient species of the galaxy. Formerly members of Citadel space, the Batarian Hegemony closed its embassy and cut all ties to the Citadel Council after a dispute with the humans ended poorly for them, politically and militarily. Funding criminal and mercenary organizations, the Batarian Hegemony has waged a less than covert war against humanity and their Citadel allies, though this has come to an abrupt and violent end with the Reaper invasion. Striking Hegemony space first, the Reapers immediately took hold of the batarian homeworld of Khar'shan, and within days overwhelmed the empire. Survivors of this vicious opening assault have fled into neighboring human and Citadel systems, seeking refuge from the Reapers. Many batarians have fallen into despair over the fate of their loved ones and their nation, but others refuse to cower in the face of annihilation, and are joining the fight.



Similar to the krogan, batarian classes combine extreme melee prowess with survivability.In melee combat, both the batarian Soldier and Sentinel possess a dangerous melee combo whose range is extended due to the fact that batarians swing their guns like improvised baseball bats. With the batarian classes unique Blade Armor power, their defenses not only help soak up more damage, but punish enemies who get in close to try and melee them. Melee attacks on Blade Armor equipped batarians has a large percentage of the damage returned to the attacker and can stagger them, which sets up the batarian heavy melee. The slowest heavy melee in the entire game, it is still worth using due to the sheer power it possesses.

Batarians also possess a pair of offensive powers unique to their race. For Soldiers, the Ballistic Blades ability causes heavy damage in addition to damage over time on any target they hit, with the damage being greater the closer they are to the victim. Sentinels can use the Submission Net to immobilize a victim from afar, a perfect ability to use during Assassination missions where the target is constantly fleeing.

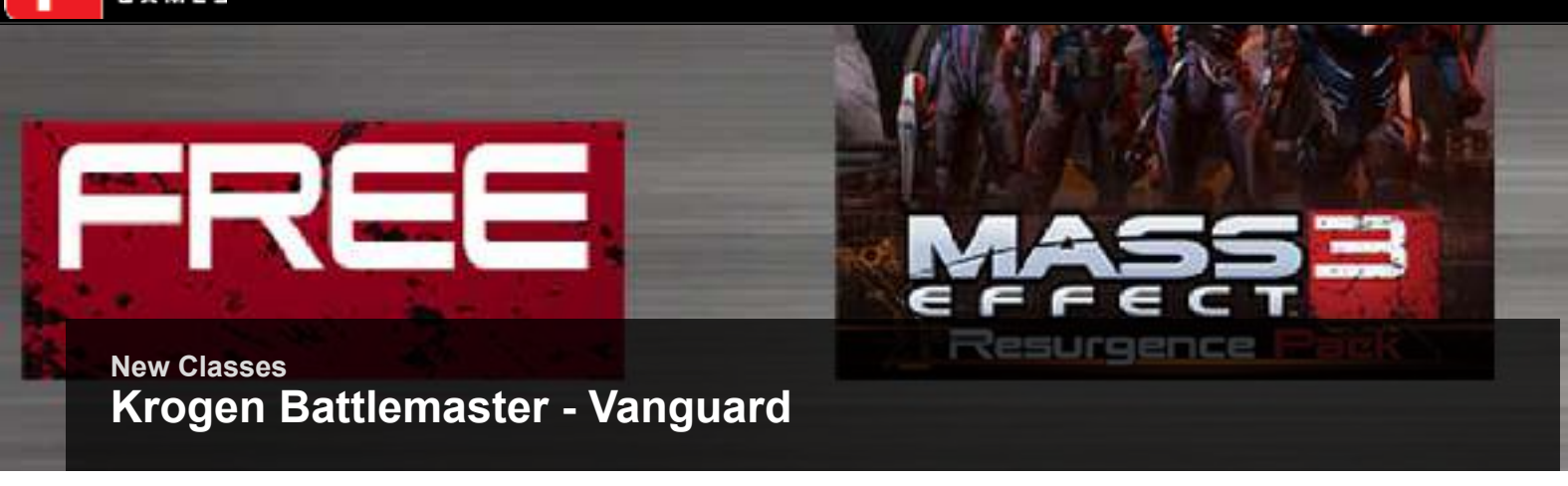
Like the krogan and the turians, batarians do not have evasive maneuvers to rely on while under attack, and must rely on cover to avoid enemy fire. Consider bulking up the health and shield reserves of a batarian through their two passive abilities, particularly for the harder difficulty battles where an all out offense is not as feasible.

Batarian Powers by Class

Soldier	Sentinel
Ballistic Blades Blade Armor Inferno Grenade	Blade Armor Shockwave Submission Net

Note

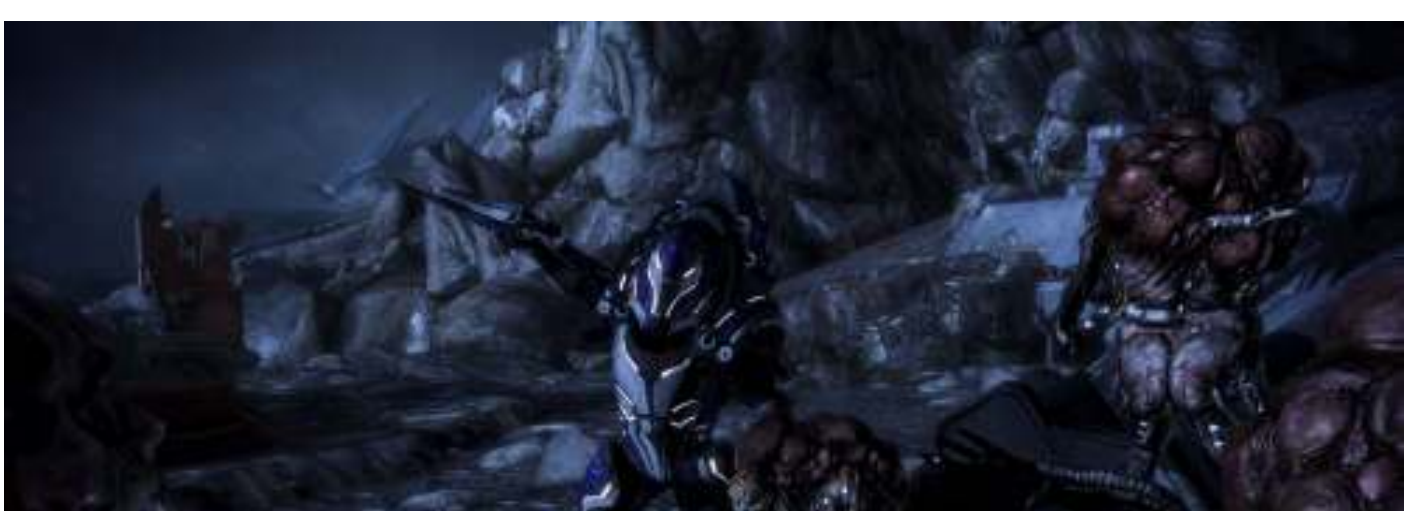
Batarian classes share the Batarian Enforcer and Fitness passive power.



New Classes

Krogen Battlemaster - Vanguard

Combining the same tank-like toughness of the other krogan classes, their racial affinity towards more “hands-on” violence, with the class-defining Vanguard ability to get close to the enemy and inflict immense damage in the blink of an eye, the Krogan Vanguard is a beast of a class in every sense. Biotic Charge is as powerful as ever, naturally restoring half of your shields upon impact with an enemy, and this can be leveled to restore full shields with every use. The Carnage ability remains an effective armor and health shredding ability, while Barrier bolsters the already impressive defenses of a krogan at the cost of increased cooldown times.

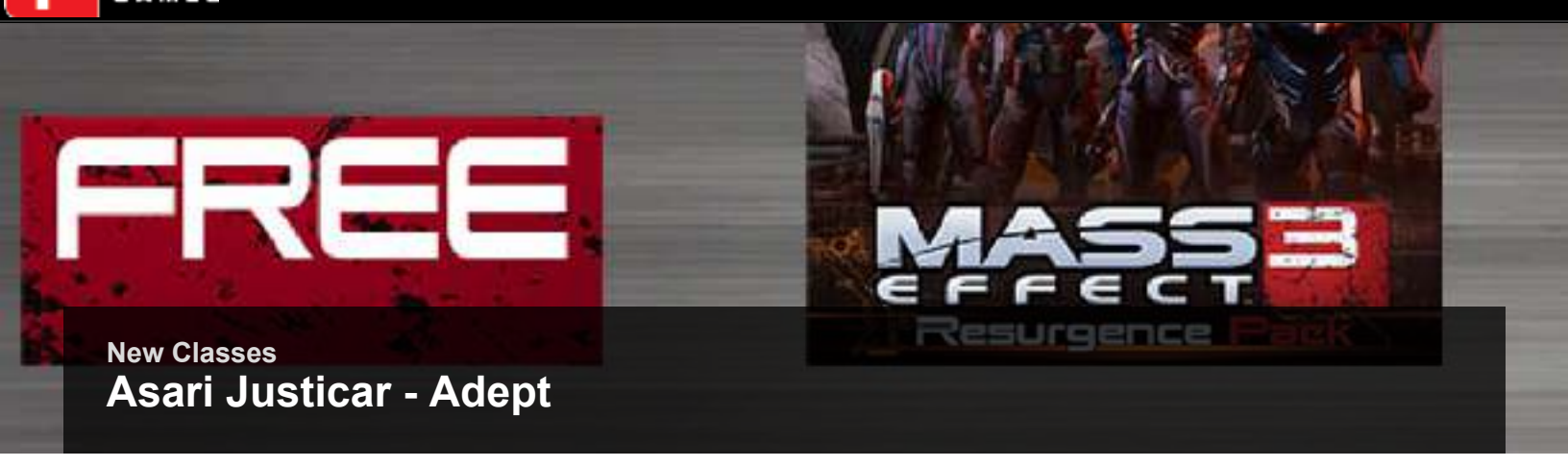


What makes the Krogan Vanguard so much fun to play is tied directly into the Krogan Rage passive power. Killing three enemies with melee attacks within 30 seconds with melee attacks drives the krogan into a rage that increases melee damage and reduces all damage taken for thirty seconds. With Biotic Charge, you can constantly find new victims and fuel your krogan rage almost endlessly. Take a light weapon like the Disciple shotgun with you, and you’ll have Biotic Charge and Carnage available almost constantly, on top of having a solid close to mid-range solution.

Krogan Battlemaster Powers
Vanguard
Biotic Charge Carnage Barrier

Note

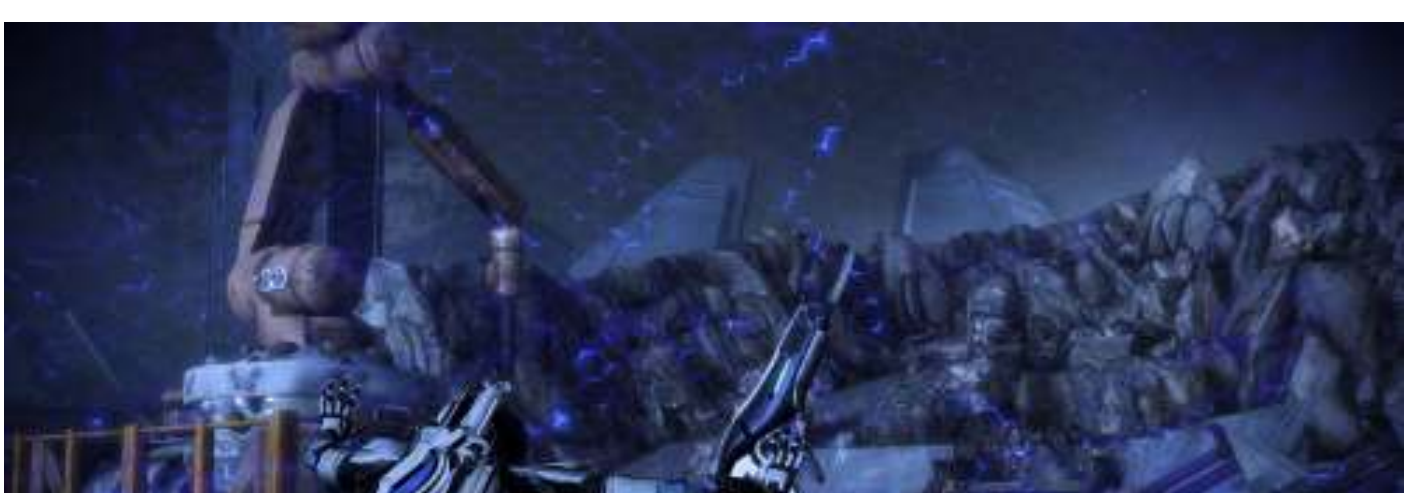
Krogan Vanguards have the Krogan Battlemaster and Rage passive powers.



New Classes

Asari Justicar - Adept

Asari Justicars act as a support specialist to a squad. Their Biotic Sphere ability places a bubble shield where the Justicar stands, improving the defenses of those standing within it for the time the shield lasts, an excellent tool for objectives that require a team to hold a specific position. Biotic Sphere can even be leveled up to inflict a Warp effect on the enemy, causing damage and setting up a Biotic Explosion combo with other biotic abilities. Reave helps break down enemy defenses while improving the Justicar's own, while Pull is another ability that can be used to set up biotic combos, or help break down the defenses of its victims

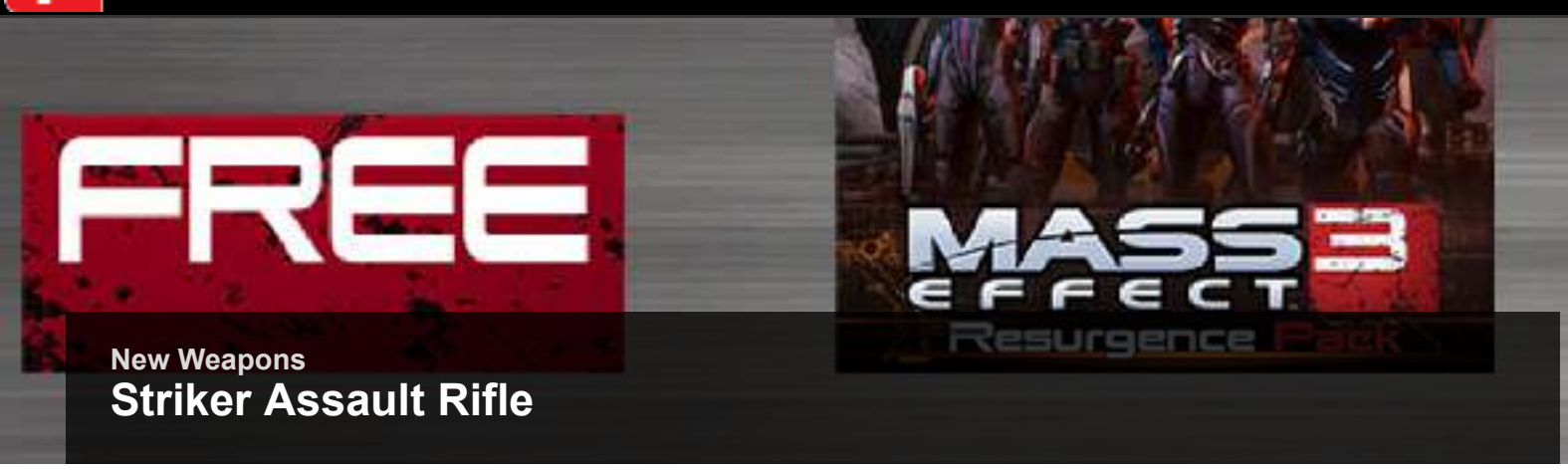


Asari Justicars do not enjoy the crowd control ability of the standard Asari Adept, and because of their orientation towards more a more supportive role in combat, they are not as effective by themselves. However, when working in coordination with a team, a Justicar can help make the killing go much faster.

Asari Justicar Powers
Adept
Biotic Sphere Reave Pull

Note

Asari Justicar Adepts have the Asari Justicar and Fitness passive powers



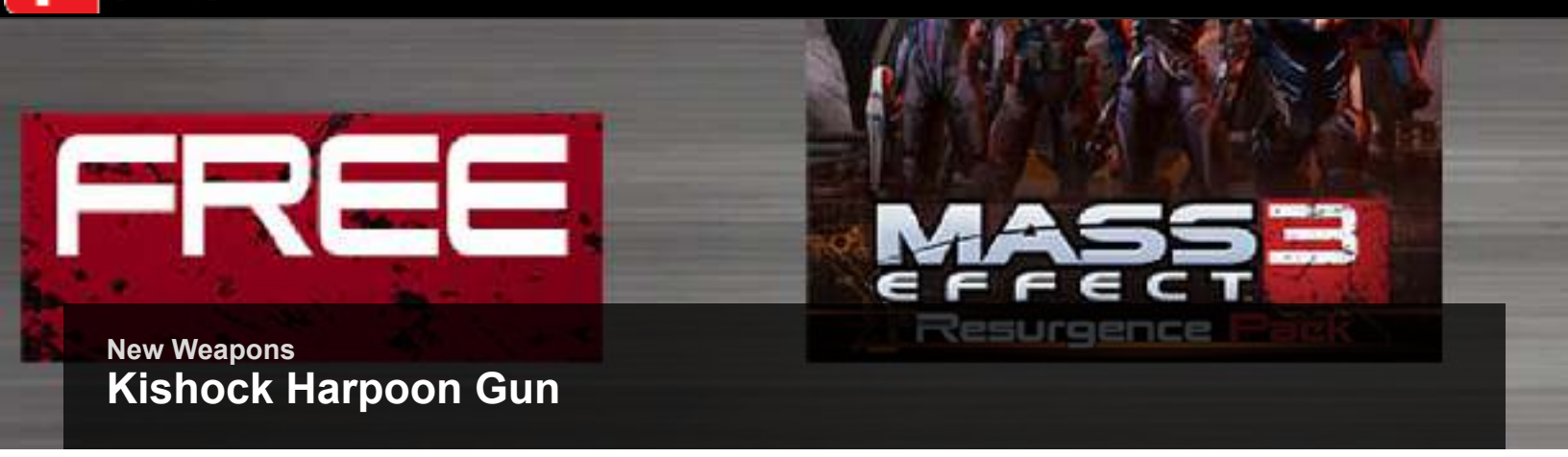
New Weapons

Striker Assault Rifle

Available as random rewards from the in-game store are three new weapons: the Striker Assault Rifle, the Kishock Harpoon Gun, and the Geth Plasma SMG. This guide will show you the basic statistics of each weapon at levels 1 and 10, to help compare the guns to anything else you might have in your arsenal.

Striker Assault Rifle

The Striker is a fully-automatic weapon that functions more as a grenade launcher than a rifle, firing high-impact slugs that detonate on contact. The weapon increases its rate of fire the longer the trigger is held, which is devastating if the weapon can be kept on-target. In an attempt to market the Striker outside of the Krogan DMZ, the gun was designed to be fired by non-krogan, but its recoil tends to off-balance smaller species. Enthusiasts point out that the target on the receiving end of a Striker has far worse things to worry about than balance.

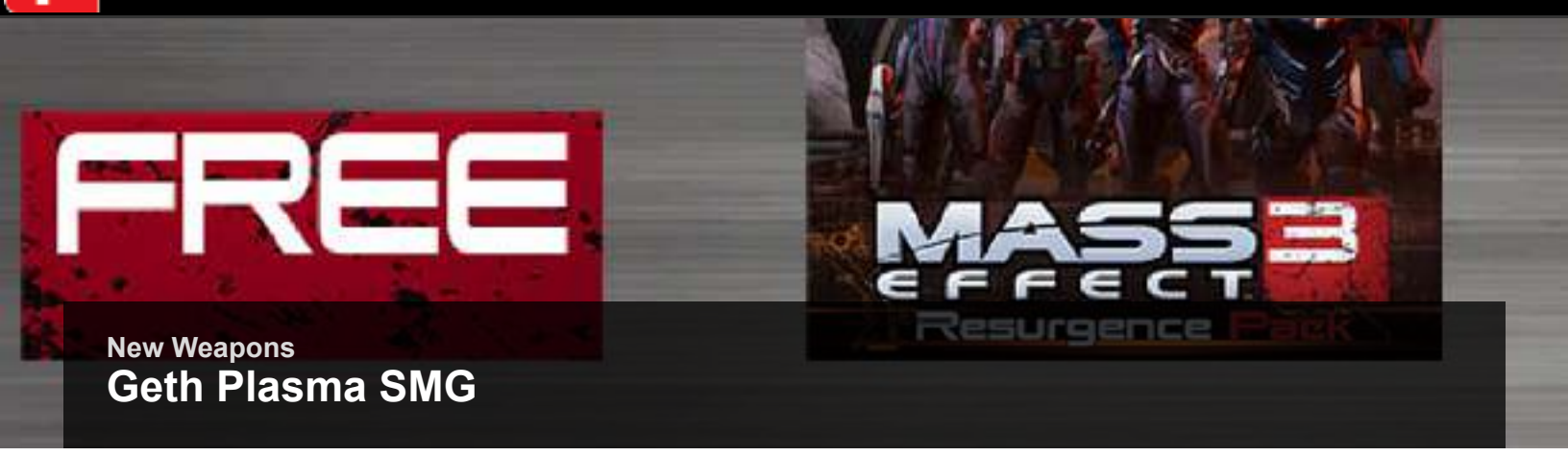


New Weapons

Kishock Harpoon Gun

Kishock Harpoon Gun

An Alliance captain on her fifth tour of the Terminus Systems once said that seeing a Kishock was the easiest way to tell if she was being attacked by batarian mercenaries or slavers, since “no bastard with a Kishock means to take you alive.” This powerful sniper rifle fires a harpoon-like spike that causes massive internal bleeding, and its miniaturized disrupters will also destroy synthetics. The rifle’s biggest drawback is that it must be reloaded after every shot, but for those with steady aim and good timing, one shot is enough.

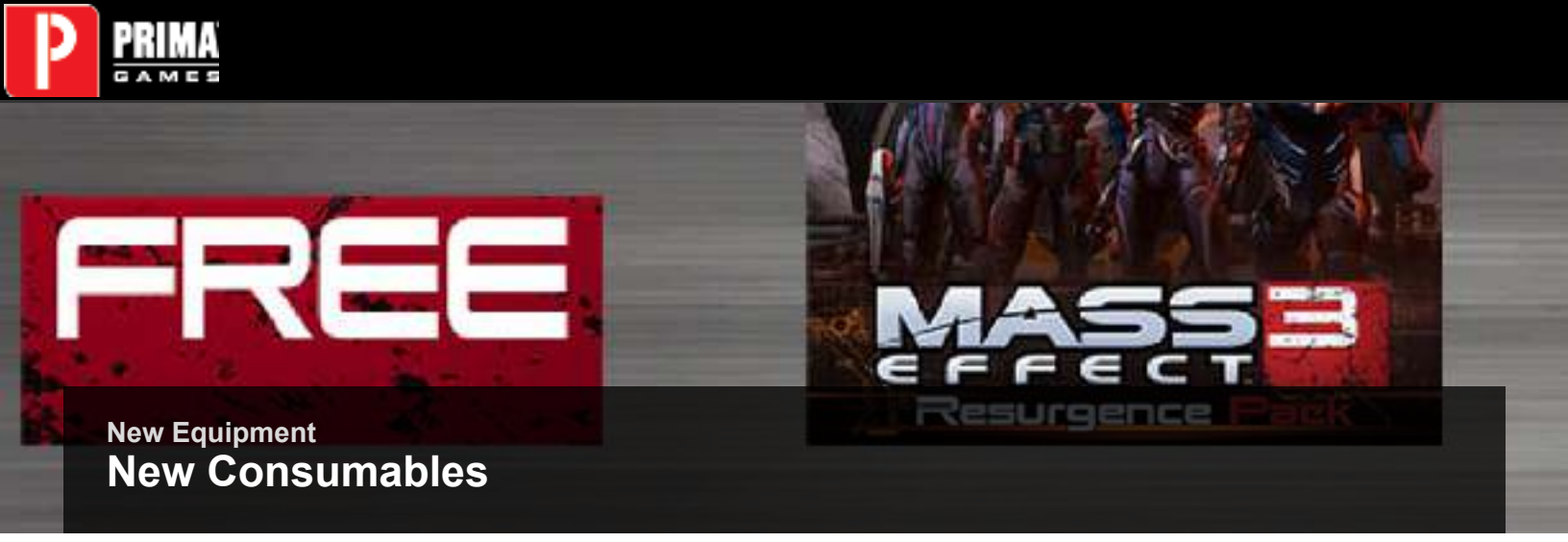


New Weapons

Geth Plasma SMG

Geth Plasma SMG

This submachine gun works on the same principles as the Spitfire: it shoots super conducting toroids that break apart on impact, retaining an electrical charge that flash-converts the shrapnel into plasma. Unlike the Spitfire, however, this smaller geth weapon has been modified to take thermal clips. Holding down the trigger speeds up its rate of fire, rapidly depleting the gun's heat sink in exchange for nearly continuous fire.



New Equipment

New Consumables

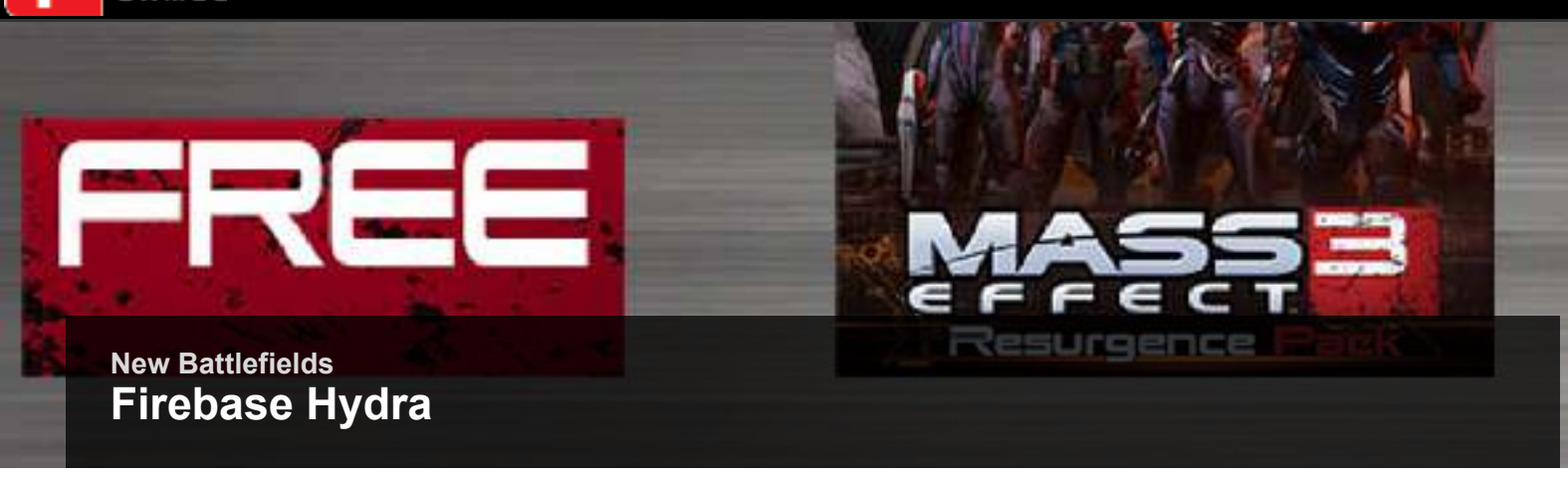
New Bonus Equipment

The four new pieces of bonus equipment that can be earned from purchasing enhancement packs are as follows:

Strength Enhancer: Applies a melee damage boost for one mission.
Targeting VI: Applies a headshot damage bonus for one mission.
Shield Power Cell: Shortens the length of time shields take to begin recharging for one mission.
Stabilization Module: Stabilizes weapons while firing and moving for one mission.

Note

As with all other pieces of Bonus Equipment, the effects of these items last for one mission only, win or lose. Make them count!



New Battlefields

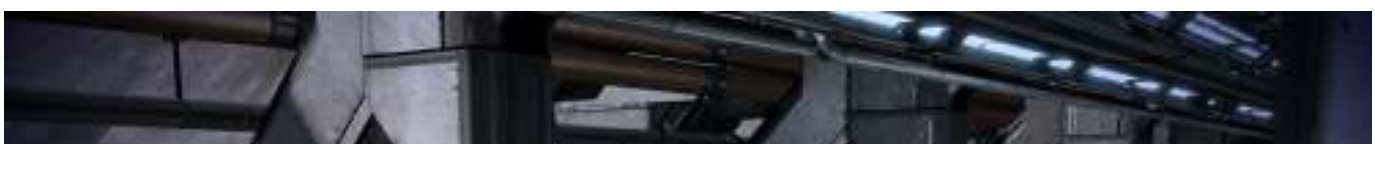
Firebase Hydra

Firebase: Hydra

Firebase Hydra is located in an old abandoned Quarian colony which humans took over when they originally settled the world of Ontarom. It has since been converted into a massive dam facility which powers the communications hub located at Firebase Dagger and the kinetic barrier which protects it. Without this critical power source, Systems Alliance communications within the entire theatre would go dark.

Click here for interactive maps

Consisting of the upper level catwalks leading into the facility proper, surrounding a central yard, Firebase Hydra's various sectors are networked together extensively, allowing easy movement between zones for both the player squad and the enemy. Much of Hydra is filled with useful environmental cover, which can extend firefights against the more tactical Cerberus into a game of cat and mouse.

The Catwalks zone dominates much of the map, and typically maintains superior position and sightlines on all of the Yard zone. All missions at Hydra begin on the Catwalks, near the Traffic Control bunker. While actually moving down the Catwalks can leave you exposed to fire, almost all of the railing can be used as cover. This zone is directly connected to every other location on the map, save for the Operations room.

Corridor